The Web Production
ST. PETERSBURG – RUSSIA

Road Sign Game

User Manual

Version: 1.00

Contents

Road Sign game

Made exclusively for Junior

1.   Goal

This is a simulator of various crossroad situations made especially for children from 10 to 14 years old. The game contains some elementary road regulations. The simulator improves reaction and easies .

2.   Signs

The game includes the following signs :

| Give Way | Pedestrian crossing | Stop | No Entry for Vehicles | Right of Way | Residential Area |

3.   Procedure

While the game is downloaded it is impossible to start it because the **Start** button appears on the screen approximately 5 seconds later. During that time the player can read help note of the game. See Figure 1. To start the game, click **Start**. See Figure 2.
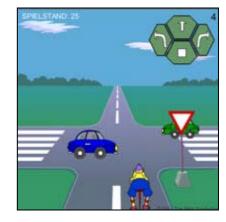

Figure 1

Figure 2

The player faces a typical rode situation. The cyclist approaches to a crossroad and it is up to the player choose the further actions of the cyclist. The situation changes every time the crossroad is crossed.

3.1   Control

The control buttons are situated on the top right-hand corner.

To go straight   To the left   To stop   To the right

3.2   Rules and Points

The rules of the game are the following. The player is coming closer to the crossroad, looks at the signs and then decides what to be up to. `If` he's crossed the road without breaking any traffic regulations, you get **10** points.

Figure 3

Figure 4

`If` he's crossed the road with some unimportant infringement, for instance needless stop in the middle of the crossroad, you get **5** points. `If` he's had a collision with another car or has broken one of traffic regulations, for instance have gone without paying attention to *Stop* sign, the penalty is **–10** points. If he's run over a child the penalty is **– 20** points

The high score list appears by the end of the game, there the player should type in his name.

The name of the player will be automatically typed into the high score list. If the player has scores under 60 points, his result will not be saved for the next game. Then the player can choose whether start the game all over again, he clicks **Play** or to stop it, he clicks **Stop**.

4.   Variations

There are several variations have been based on the described above game.

4.0   *Road Sign Game*

Made Exclusively for Junior

The pattern of this game is described above.

4.1   *Road Sign Game*

Free Skin

The action is taking place in a village. Rules of the game are the same. As an example see figure below.

4.2   Road Sign Game

Free Skin

The action is taking place in a playroom. As an example see figure below.

5.   Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	High score function
Road Sign Game (Made For Junior)	Shockwave	350	550/400	16 bit	yes	no
Variation						
Road Sign Game	Shockwave	360	550/400	16 bit	yes	no
Road Sign Game	Shockwave	550	550/400	16 bit	yes	no

6. Contact

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